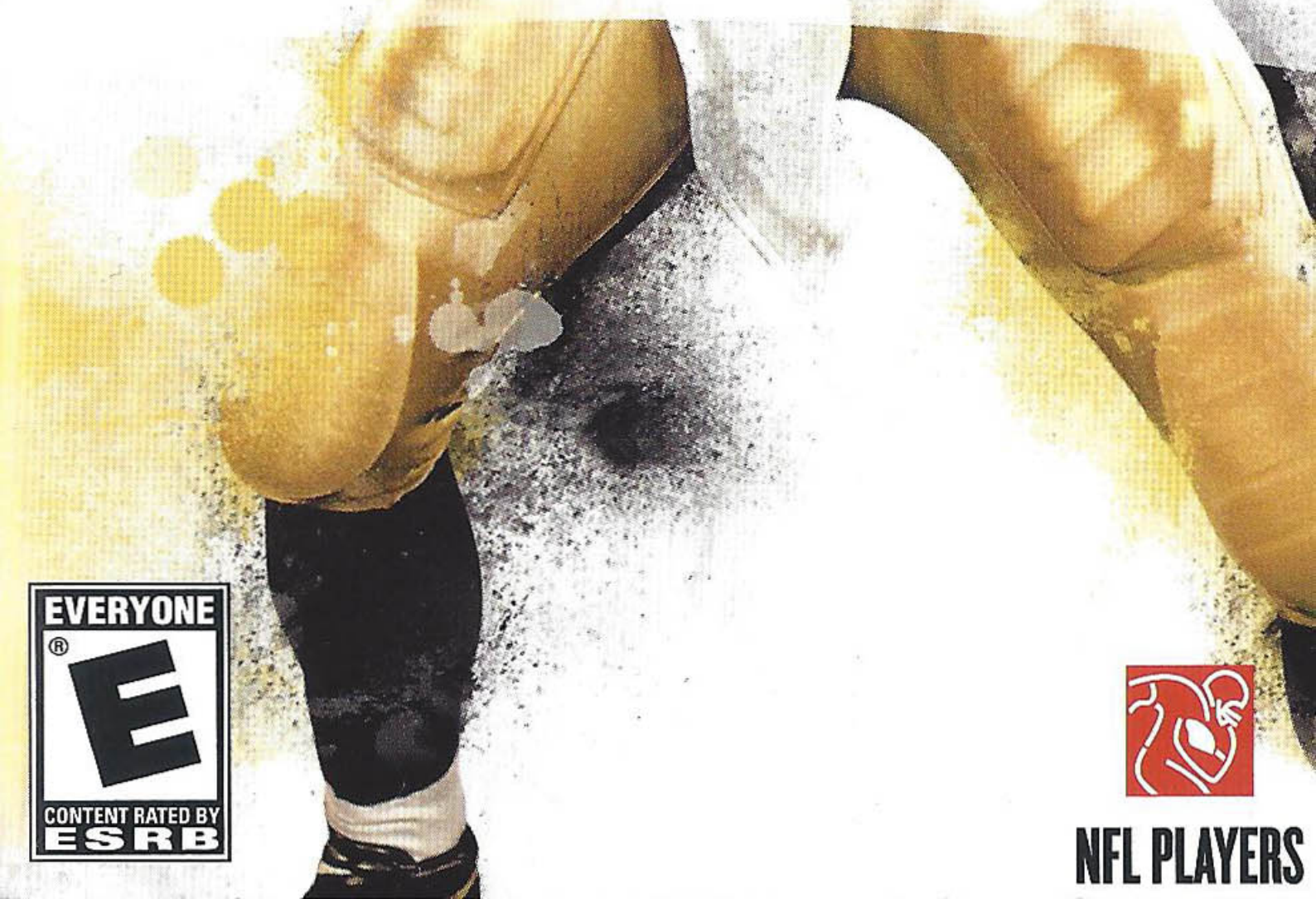
MADDEN NFL 11



EVERYONE

E

CONTENT RATED BY ESRB

NFL PLAYERS

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

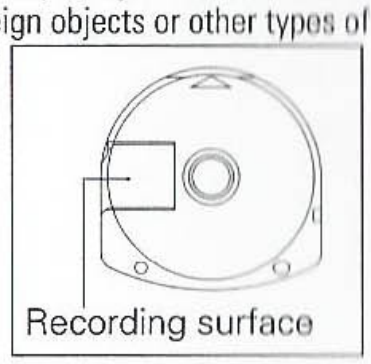
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

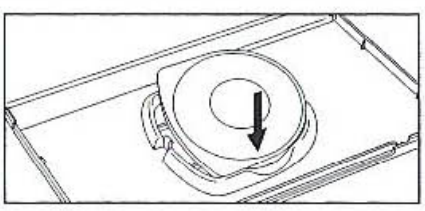
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

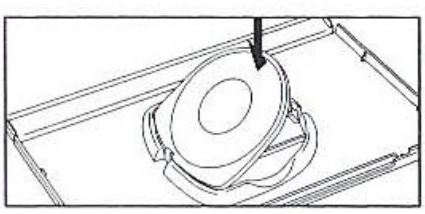
Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.







Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

CONTENTS

2 GETTING STARTED
2 COMPLETE CONTROLS
6 PLAYING THE GAME
8 PLAY DESIGNER
9 SUPERSTAR CHALLENGE
9 MULTIPLAYER
10 FRANCHISE
11 MINI-CAMP COMPETITION
11 MINI-CAMP
11 PRACTICE
12 MY MADDEN
13 LIMITED 90-DAY WARRANTY

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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Madden NFL 11* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

NOTICE: Make sure there is enough free space on your Memory Stick Duo before commencing play.

COMPLETE CONTROLS

EA SPORTS™ ROOKIE MODE

Everyone can play like an All-Pro with EA SPORTS Rookie mode! By activating the EA SPORTS Rookie mode, the play clock is off and most of the controls are all triggered by pressing the ⊗ button, making things like passing, evading, tackling, and kicking a bit easier to accomplish. Get in the action and enjoy the game!

EA SPORTS ROOKIE MODE CONTROLS

OFFENSE

PASSING	
Snap the ball	⊗ button
Throw to receiver	⊗ button (your QB will pass to the most open receiver. Move the analog stick to aim your passes to a certain side of the field.)

RUNNING	
Move player	analog stick/directional button ↑/↓/←/→
Spin	◎ button
Dive	▣ button
Highlight moves	⊗ button

DEFENSE	
Big Hit	⊗ button
Switch to player closest to the ball	◎ button
Dive	▣ button

ADVANCED CONTROLS

Get a handle on Advanced Controls and lead your team all the way to the Super Bowl™

BOTH SIDES OF THE BALL	
Move player	analog stick/directional button ↑/↓/←/→
Sprint	R button
Dive	▣ button
Jump/Intercept/Catch	△ button
Spin/Switch player	◎ button
Momentum cam (before the snap)	L button
Show the play on the field (before the snap)	R button
Call timeout	**SELECT** button
Pause	**START** button

OFFENSE

BEFORE THE SNAP	
Select a player to control	◎ button or ⊗ button
Cycle man in motion/Send man in motion	directional button ↓ (to select player) + directional button ←/→ to move
Momentum Cam (before the snap)	L button
Coach Cam (before the snap)	R button rotate: directional button ←/→
Call an audible (before the snap)	▣ button + △ button, ◎ button, ⊗ button, or L button
Cancel the audible (before selecting a play)	R button
Hot Routes	△ button then the button of the receiver, then: directional button ↑ for a fly pattern directional button ↓ for a curl pattern directional button ←/→ for an in/out pattern ▣ button/◎ button for a slant pattern left/right

Smart Route (receiver changes route to reach the first down marker or goal line)	△ button then the button of the receiver then analog stick ↓
Change passing play to play action	△ button then directional button ↑
Playmaker Control (change running play direction)	□ button then directional button ←/→
Keep back or tight end in to block (during pass plays)	△ button then the button of the running back, fullback, or tight end you want to keep in, then L button/R button to block left/right
Slide offensive line protection	L button + directional button ↑/↓ to spread/pinch the line ←/→ to shift pocket left/right
Snap the ball	⊗ button

NOTE: You can assign new audibles to each button in the Coaching Strategy screen from within the My Madden menu.

PASSING	
Throw ball	L button, ⊗ button, △ button, ○ button, or □ button (tap for lob pass; press and hold for a bullet)
Jump/Catch	△ button
Switch to closest receiver	○ button
Sprint	R button
Receiver dive	□ button (while ball is airborne)

RUNNING	
Highlight stick	L button +: □ button (juke left) ○ button (juke right) △ button (charge) ⊗ button (stutter step)
Stiff arm	⊗ button
Spin	○ button
Sprint	R button + analog stick
Break tackle (when engaged by defender close to first down marker or end zone)	⊗ button (tap repeatedly)
Dive/QB slide	□ button

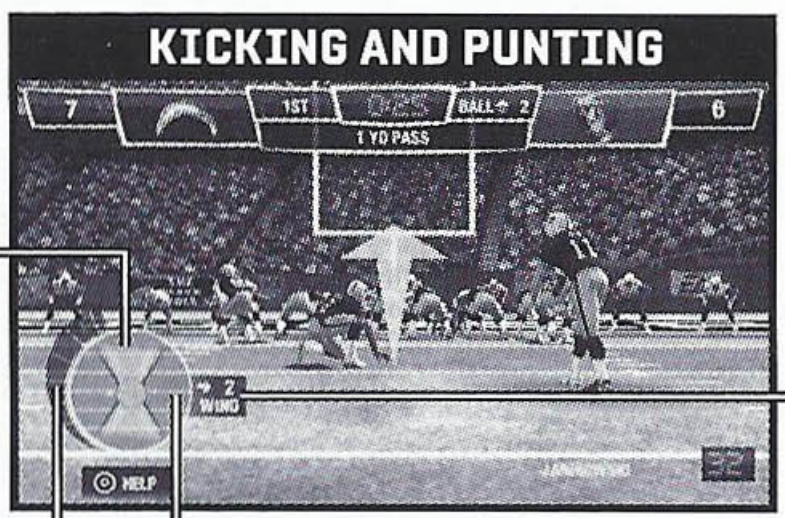
HURRY-UP OFFENSE	
No Huddle/Repeat previous play	▣ button
Spike the ball	◉ button

DEFENSIVE CONTROLS

BEFORE THE SNAP	
Choose a player	▣ button/◉ button
Playmaker control	▣ button then directional button: ⬆ for a hook zone (yellow) ⬆ then ⬆ for a deep zone (dark blue) ⬇ to blitz ⬇ then ⬇ for a QB contain blitz ⬅ for QB spy coverage (orange) ➡ for a flat zone (light blue) ➡ then ➡ for a curl zone (purple)
Man-to-man coverage	△ button and then press the button of the offensive player you want to cover. Next, press the directional button ➡.
Defensive line shift	L button + directional button: ⬆ to spread the defensive ends outside the tackles ⬇ to move the line in tight between the tackles ⬅/➡ to shift the line left/right
Linebacker shifts	L button + R button then directional button: ⬆/⬇ to spread linebackers out/move them in tight ⬅/➡ to shift linebackers left/right
Defensive back shifts	△ button then directional button: ⬇/⬆ to put DBs into bump and run/loose coverage ➡ to shift the safeties and linebackers into better position to cover their assigned man
Receiver spotlight	R button (press and hold) + button of the receiver that you want to focus on

AFTER THE SNAP	
Switch to closest defender	◎ button
Big Hit	L button + △ button
Dive	□ button
Sprint/Shove blocker	R button
Jump/Intercept/Hands up	△ button
Strip ball (run defense)/ **Swat ball** (pass defense)	L button (when not engaged by blocker)
Strafe	⊗ button (when not engaged by blocker)
Rip/Spin left/right	L button + □ button or ◎ button (when engaged by blocker)

SPECIAL TEAMS CONTROLS



Press the directional button ←/→ to aim the kick

Wind indicator

Press the analog stick ↓ to start the power meter

When the power meter reaches the accuracy area, move the analog stick ↑ to kick the ball

KICK/PUNT RETURNING	
Fair catch	△ button
Touchback	Stay in end zone

PLAYING THE GAME

Madden NFL 11 delivers the most exciting and true-to-life NFL experience on the PSP® system. Feel what it's like to be a field general making key personnel decisions on both sides of the ball during the game's biggest moments in *Madden NFL 11*.

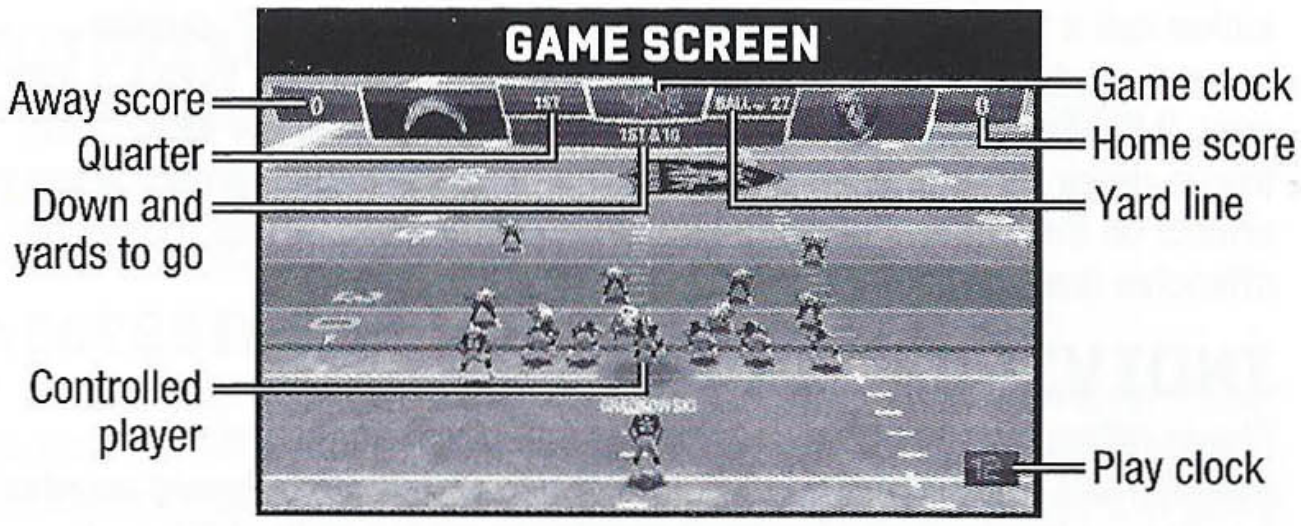
MY FAVORITE TEAM

The first time you play *Madden NFL 11* the My Favorite Team window appears. After selecting a favorite team, a prompt will appear to save to your Memory Stick Duo™. Working as your default, your favorite team appears on the main menu and as your default team in all game modes.

USER PROFILES

Keep track of your personal stats and accomplishments with a user profile. An active user profile saves Franchise mode and Mini-Camp accomplishments and statistics to your Memory Stick Duo.

NOTE: You can alter your default playbooks and favorite team settings by accessing your profile by pressing the ◎ button at the main menu to access your profile.



PLAYER INDICATORS

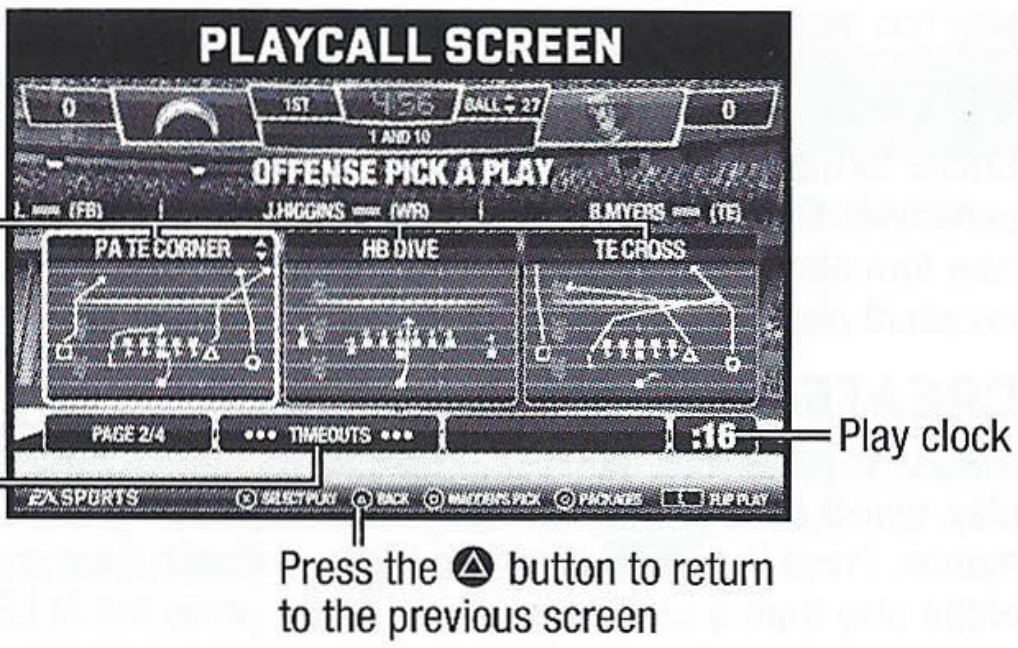
Find the open man effortlessly with the help of the open receiver icons that identify who's open and who's covered. In Rookie mode, the receiver icons are green if they are open; red if they are covered. Pressing the ⊗ button will pass to the most open receiver. When playing in Advanced mode, receiver icons will have a red and green outline around them.

Wide open receivers will help you out even more, calling for the ball by waving their arms.

Player indicators underneath your player also tell you when to evade an approaching defender or perform a crushing tackle on defense.

PLAYCALLING

Players of all skill levels can be competitive by calling plays from three unique playbooks, ranging from Basic Plays to All Plays. Select from a vast playbook of formations with All Play, choose from a scaled-down playbook with Basic plays, or go straight to the source with Ask Madden and let John Madden select a play for you. Pay close attention to Madden's Advice as it will help your gameplay improve.



FIGHT FOR THE FUMBLE

The Fight for the Fumble feature makes fumbles a deeper, more physical battle for possession. On certain fumbles, a sequence of buttons appear on-screen requiring you to hit the appropriate buttons as they appear. The first person to finish the sequence in the right order gains possession for their team.

ICE THE KICKER

The game is on the line and your buddy is lining up for the game-winning field goal, but you can take control and get into his head. To ice the kicker call a timeout in the last two minutes of the 2nd or 4th quarter, or anytime during overtime, when the offense has chosen to kick a field goal. If the teams are separated by three points or less, the kicker may freeze under the immense pressure. The defense now controls the icing effects on the meter. Follow the onscreen controls to further freeze the offensive team's momentum.

INDIVIDUAL MOMENTUM

Player ratings change based on how you perform on the field. In *Madden NFL 11*, players go through hot and cold streaks based on who is making plays and who on the bench is chomping at the bit to get in. View individual momentum for both teams by selecting INDIVIDUAL MOMENTUM from the Coaching Strategy screen in the pause menu.

SAVING AND LOADING

Save your profile, current game progress, new settings, rosters, mini-game, Superstar Challenge, and Franchise mode files to a Memory Stick Duo™. Save or load files from the My Madden menu.

PLAY DESIGNER

The Play Designer feature gives *Madden NFL 11* a groundbreaking level of depth and control. If your playbook isn't to your liking, change it. The Play Designer feature lets you craft custom plays, on both offense and defense. Are you the next Sean Peyton or just another Monday morning quarterback?

CREATING PLAYS

Plays can be designed for both defensive and offensive teams. Once a play has been made, save it to a playbook for in-game use.

CREATE/EDIT FORMATION

Create formations by moving players around the field and changing personnel. Old formations may be loaded and then tweaked, or entirely new formations can be created. Formations are the foundations of excellent plays, so make sure to pick or create the perfect one.

CREATE/EDIT PLAY

Choose to either edit a play or create an all-new one. To customize a play, select each player and input their assignments via the Play Designer menus. Press the R button to bring up Coach Cam and view your entire play from a bird's-eye-view. Finally, press the SELECT button to test the play and see if any last minute refinements are necessary.

ADD EXISTING PLAYS

Select existing plays from your favorite coach's playbook and add them to your own custom playbook.

TUTORIAL

Access detailed tutorials to learn the ins and outs of Play Designer.

SAVE PLAYBOOK

Save your custom playbook for use in regular games.

ACCESSING YOUR CUSTOM PLAYBOOK

To access your custom playbook, press the ◉ button at the Player Select screen to open the options menu. Pick either OFFENSIVE PLAYBOOK or DEFENSIVE PLAYBOOK and select your custom playbook to use it in game.

SUPERSTAR CHALLENGE

See if you have what it takes to perform like a Superstar. Updated with challenges from the 2009-2010 NFL season, relive career defining moments that either bring your team to glory or leave your fan base wondering what might have been. You also have the chance to spoil the dreams of your opponents. Choose to be the spoiler and attempt to shutdown the superstar plays that defined the NFL.

Will you choke under the pressure or come through like a true NFL superstar?

There are five tiers to conquer with five challenges in each tier. Each challenge tests your skills in a different aspect of the game. As you move through each tier the challenges become more difficult to win. From commanding a 4th quarter comeback to leading your team to its first win of the season, prove you belong among the NFL's elite.

NOTE: When each challenge begins you are thrown in the middle of the action with time already off the clock. The score and situation vary. If you need to warm up before taking the field, go to Practice mode to work out the kinks.

MULTIPLAYER

Battle friends head-to-head from across the room in Ad Hoc mode and discover whose football skills reign supreme.

AD HOC MODE

Ad Hoc mode is a feature that allows two or more individual PSP® systems to communicate directly with each other. Play head-to-head against other players within shouting distance. As long as you both have copies of *Madden NFL 11*, you are ready to hit the field.

FRANCHISE

Call the shots for up to 32 teams for as many as 30 seasons. To begin a franchise, choose the number of users and whether you will conduct a fantasy draft, and then select the team for each user.

FANTASY DRAFT

If you conduct a fantasy draft, you'll be able to build your team from the ground up from the entire pool of NFL players. You have 49 rounds to fill out your roster. This is the starting point of your franchise so pay attention to a player's rating, age, and salary.

THE FRANCHISE SCHEDULE

From training camp to the off-season, you're in charge. This is the progression of each Franchise season:

Training Camp Put your players through drills to earn points to boost their attributes. You can skip training camp if you want, but your players' overall performance suffer a bit.

Preseason Finalize your roster and evaluate rookies before the regular season begins. The Position Battles screen shows who's fighting for the same position. Your preseason depth chart is automatically set; starters play the first half, rookies and backups play the second half.

During the Season You can play any game on the schedule. You can also make player trades before the sixth week of the season and sign free agents. Even if your team doesn't make the playoffs, you can still play any postseason game including the Super Bowl and Pro Bowl.

Off-Season There are 12 steps to the off-season that must be completed before beginning a new season. If you wish to skip any steps in the off-season, you can simulate past them.

YOU PLAYED THE GAME. NOW PLAY THE MUSIC.
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FRANCHISE MODE MENU

Keep track of everything going on around the league and with your team. These are the key menu options that become available at different times of the year:

My Week	Play Week, View Rosters, Study (the) Opponent, and Practice.
Rosters	View team rosters and make all player movements and transactions.
Assistant Coach	Earn points by meeting established goals throughout the season and use them to increase the attributes of your practice squad or main roster players.
Team Info	The real nuts-and-bolts of your entire franchise are found here. Keep up to speed with News and Notes about your team while monitoring salary cap issues, player morale, iconic players, and more.
My Franchise	Set your gameplay settings and save your Franchise mode progress at any time.

MINI-CAMP COMPETITION

Put your stamina and skills to the test by challenging up to four friends and rivals in Mini-Camp Competition mode. Featuring up to three rounds of action and 19 drills, see if you have what it takes to come out on top.

MINI-CAMP

Prove you have what it takes to survive mini-camp. In Mini-Camp mode, visit eight NFL mini-camps and test your skills in eight different areas.

PRACTICE

Practice makes perfect, and while it doesn't count in the standings, solid practice against another NFL franchise will give your players a taste of what awaits them during the regular season.

MY MADDEN

View game stats, set your audibles, choose your gameplay and system settings, and more from the My Madden menu.

My Stats — View stats for all user profiles and user records.

Rosters — Keep your game up to date with real-world transactions, or make the moves you wish were made during the last off-season.

Coaching Strategy — Set your audibles and Hot Routes and create custom packages.

Gameplay Settings — Most of the settings that appear in the Gameplay Settings menu are self-explanatory. Those that need more explanation are detailed below:

GAME SETTINGS

Coach Mode: You call the shots from the sidelines and the CPU executes each play—with Coach Mode turned on, you have no direct control of your players.

CUSTOM GAME SETTINGS

Player Lock: The defensive player you select before the snap is who you control at the start of the next play.

Auto-Subs: The CPU automatically substitutes players in need of a breather and/or who specialize in key, in-game situations.

Lead Blocker Autoswitch: When controlling the lead blocker, having this option turned ON automatically switches you to the ballcarrier after you have either engaged in or missed a block. When this option is turned OFF, you control the lead blocker until you press the ◎ button.

Blocking Slowdown: This slows down the game when you establish a player as the lead blocker.

Switchback Slowdown: This slows the game when you switch from the lead blocker to the ballcarrier.

Blocking View: When this is set to ZOOMED IN, the game camera zooms to the lead blocker.

Auto Pass: Your QB makes plays for you when you don't control him yourself.

Auto Strafe: Automatically strafes defender to help adjust to the ballcarrier.

Offensive Catch Assist: The CPU helps catch the ball for a user-controlled receiver.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Returns Within the 90-Day Warranty Period

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

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Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
9001 N I-35 Suite 110
Austin, TX 78753

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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit http://support.ea.com.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

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Austin, TX 78753

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